NES-DY-USA

JVC

JVC MUSICAL INDUSTRIES INC.

DEFENDERS OF DYNATRON CITY

LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

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Precautions

1 This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never take it apart, hit it or drop it.

2 Do not get the terminals wet or dirty. Avoid touching them with your bare hands.

3 Do not clean the Game Pak with solvents of any kind, such as paint thinner, benzene, or alcohol.

4 We recommend against using a front or rear projection type television with your NES as image retention on the screen may occur. See inside back cover for full details.

5 See the warranty information in the back of this manual for more information.

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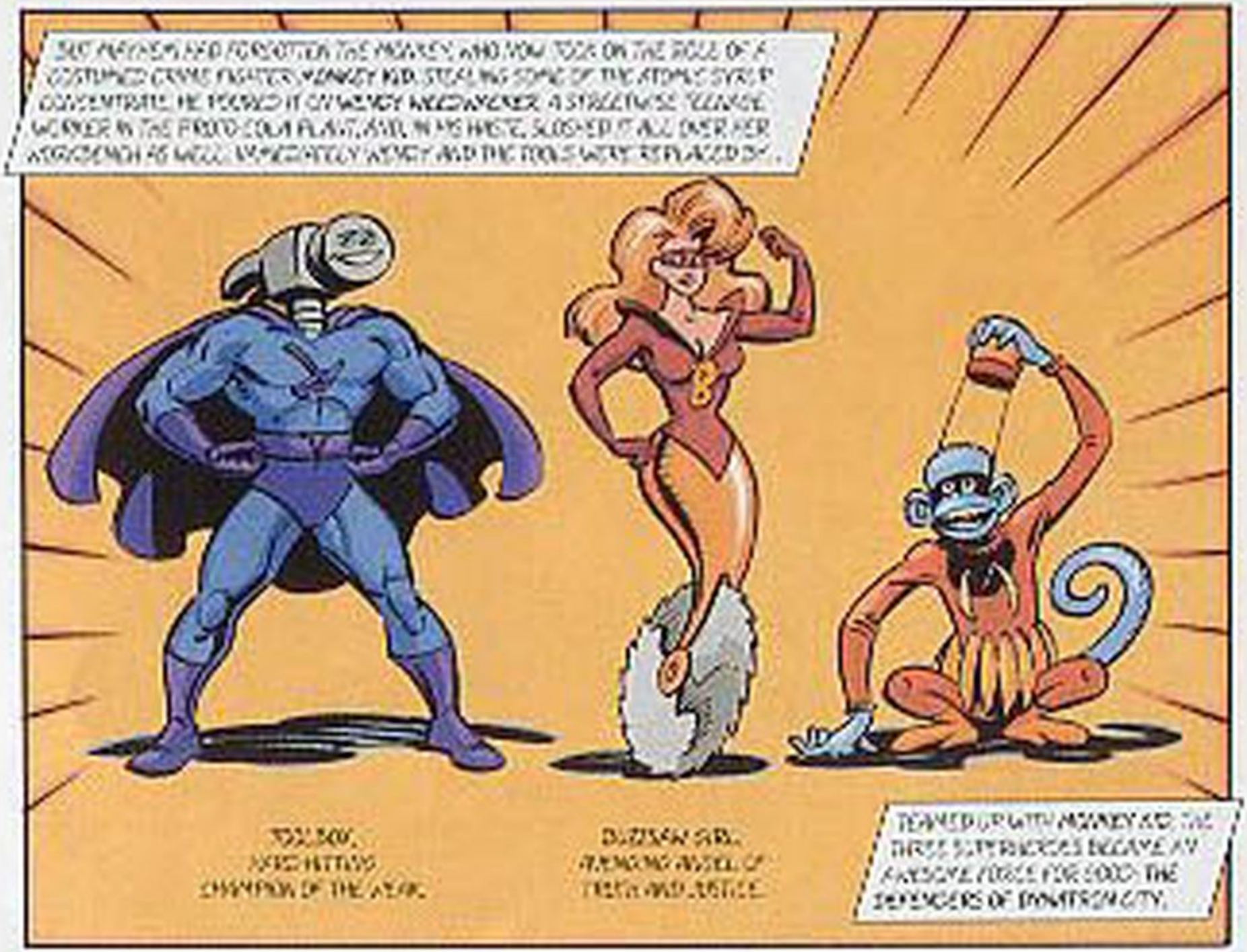
DEFENDERS OF DYNATRON CITY
DYNATRON CITY... THE CITY OF THE FUTURE WHERE
PROTOVISION IS A WAY OF LIFE. IT ALL BEGAN IN THE
EARLY 1990'S WHEN PROFESSOR NELSON PYRON CAME TO TOWN
AND STARTED THE WORLD'S FIRST ATOMIC POWERED SOFT
DRINK COMPANY, PROTO-COLA. FOR THE REDBLOODED
PROGRESS LOVING RESIDENTS OF DYNATRON CITY, IT WAS
SOON THE SEASIDE OF CHOICE.
PROTO COLA

BUT PROFESSOR MYXON WASN'T HAPPY. HIS GREAT SUCCESS WASN'T SWEET FOR THE BRILLIANT AND TYPICALLY EGOTISTICAL SCIENTIST. SO HE DEVELOPED A NEW ACID THAT, SYNERGIZED WITH THE VERY ATOMS OF CREATION ITSELF, ATOMIC SYRUP TESTED THE NEW FORMULA ON A RESEARCH MONKEY. HE WAS ASTOUNDED AFTER JUST A SQUIRT OF THE CONCENTRATE, THE SIMIAN BEGAN TO WALK, TALK AND TELL JOKES.
AND THE GUY WHO TRADED BEADS FOR MANHATTAN?

REALIZING THAT MYXON'S DISCOVERY COULD GIVE A MONKEY THE INTELLIGENCE OF A MAN, WHAT COULD IT DO FOR SOMEONE WHO WAS ALREADY A MENTAL GIANT? MYXON WASTED NO TIME DOWNING A MEGADOSE OF THE POTENT ELIXIR. IMMEDIATELY HE FELT HIMSELF GROWING, EXPANDING... BUT INTO WHAT?
GLARRGH

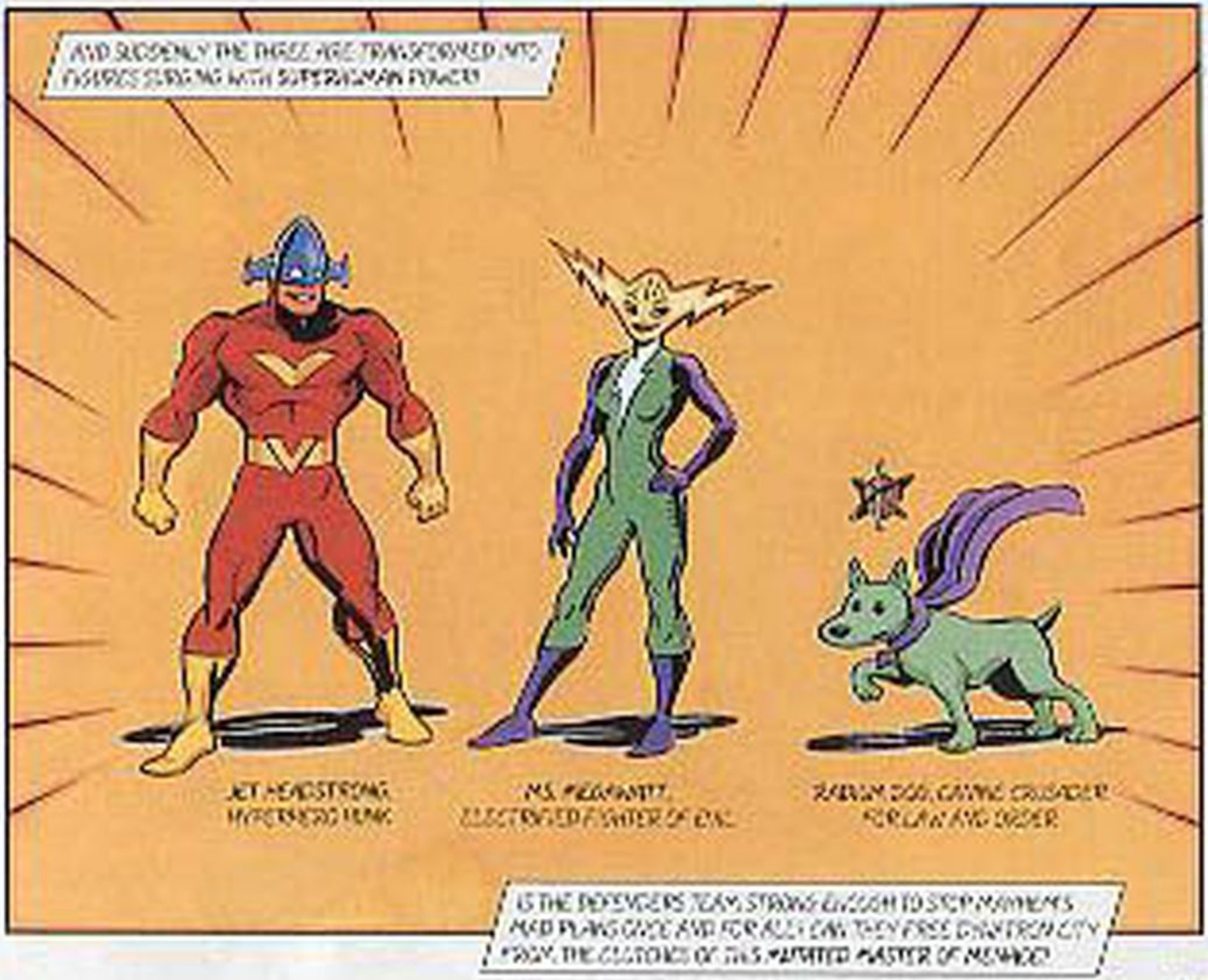
DEFENDERS OF DYNATRON CITY
DYNATRON CITY... THE CITY OF THE FUTURE WHERE POLLUTION IS A WAY OF LIFE. IT ALL BEGAN IN THE 1970'S WHEN PROFESSOR VELMA MYRON CAME TO TOWN AND STARTED THE ANGELES FIRST ATOMIC POWERED SOFT DRINK COMPANY, PHOTO-COLA. FOR THE WELL-BEING OF PROGRESS LOVING RESIDENTS OF DYNATRON CITY, IT WAS SOON THE SEAT OF EVIL.
PHOTO COLA


TEAMED UP WITH MONKEY AND THE THREE SUPERHEROES BECAME AN AWESOME FORCE FOR GOOD: THE DEFENDERS OF DOMINION CITY.

BASH
SLICE

SCURRYING FOR HELP, MONKEY KID DRAGS OFF SOMEONE HIS CLASSMATES MARY MEDLOCKED AND BRETT HEADLONG
I'D LIKE TO GET MY HANDS ON THAT MODEL MONKEY!
I'VE NEVER DRAWN SCENES WITHOUT BREAKING UP ONCE WE WERE STRONG ENOUGH TO STOP HIM.
DRINK

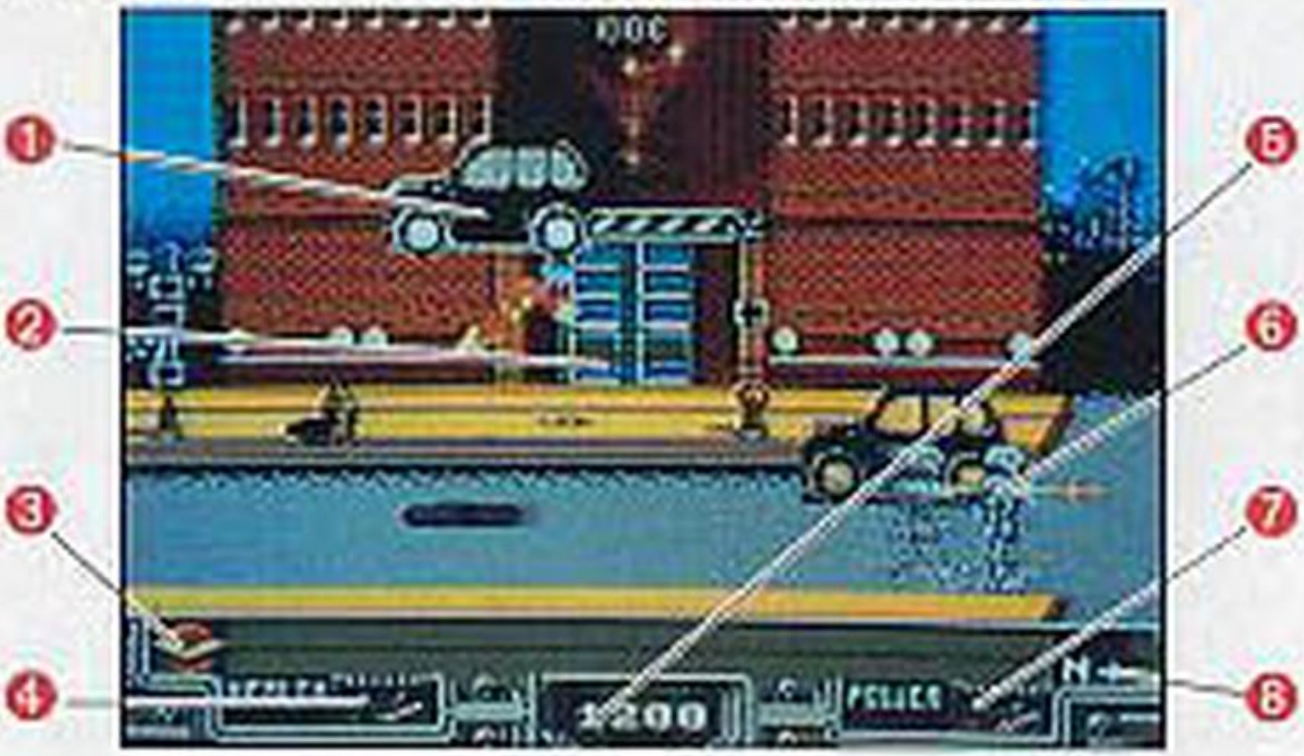
IN DESPERATION, MONKEY KID POURS THE LAST OF THE STRIP OVER MARY, BRETT AND HIS DOG REX
WHAT...?!
AHH, YES


AND SUDDENLY THE THREE AGE TRANSFORMED INTO
FIGURES SURGING WITH SUPERHUMAN POWERS!
JET HEADSTRONG
HYPERSPEED HUNK
MS. MEGAWATT
ELECTRIFIED FIGHTER OF EVIL
RABIAN DOG, CANINE CRUSADER
FOR LAW AND ORDER
IS THE POWERS TEAM STRONG ENOUGH TO STOP MAYHEM
AND PLUNDER AND FOR ALL TIME FREE DANTECH CITY
FROM THE CLUTCHES OF THE MITTED MASTER OF MENACE!

Getting Started

Now that you've learned the origins of the Defenders of Dynatron City, here's how to start playing the game: with your Nintendo Entertainment System turned off, insert the DEFENDERS OF DYNATRON CITY Game Pak and then turn on your Control Deck. Press START to begin.

The original Defender's team consists of Toolbox,™ Buzzsaw Girl™ and Monkey Kid.™ You must choose a fourth superhero to add to the team. Press SELECT to switch between your choices of Jet Headstrong,™ Ms. Megawatt™ and Radium Dog.™ When the superhero you want is on the screen, press START to choose the hero and begin the game.



❶ **Cars** Jet Headstrong and Radium Dog can pick up cars on the street and throw them on attackers. Read the section "Team Members and Their Powers" to find out how.

❷ **Buildings** As soon as you've cleared a street, its shops and buildings will reopen. They contain many useful items — and more nasty surprises, compliments of Dr. Mayhem.

❸ **Hero Symbol** Indicates which hero you are presently controlling.

❹ **Health Meter** Each superhero has her or his own health meter. The food items found in Dynatron City can help restore your health. If your health level drops to zero, the team member you were controlling will be captured and put in a trap in the sewers. You will then automatically be sent to the Select Screen to choose a different superhero.

❺ **Time Counter** You have a fixed amount of time to accomplish each level. If your time runs out, the team member you were directing will be captured and put in a trap in the sewers. You will then automatically be sent to the Select Screen to choose a different superhero.

❻ **Dr. Mayhem's Minions** Each time you clear a street or a level, he'll dispatch more — and nastier — replacements.

❼ **Power Meter** To activate each hero's special ability such as running super-fast, jumping or flying, you must first find and pick up an appropriate power item. Using a superhero's special ability takes power. You can recover power by not using the special motion for a while. Also, some of the items you find will renew your team member's power level.

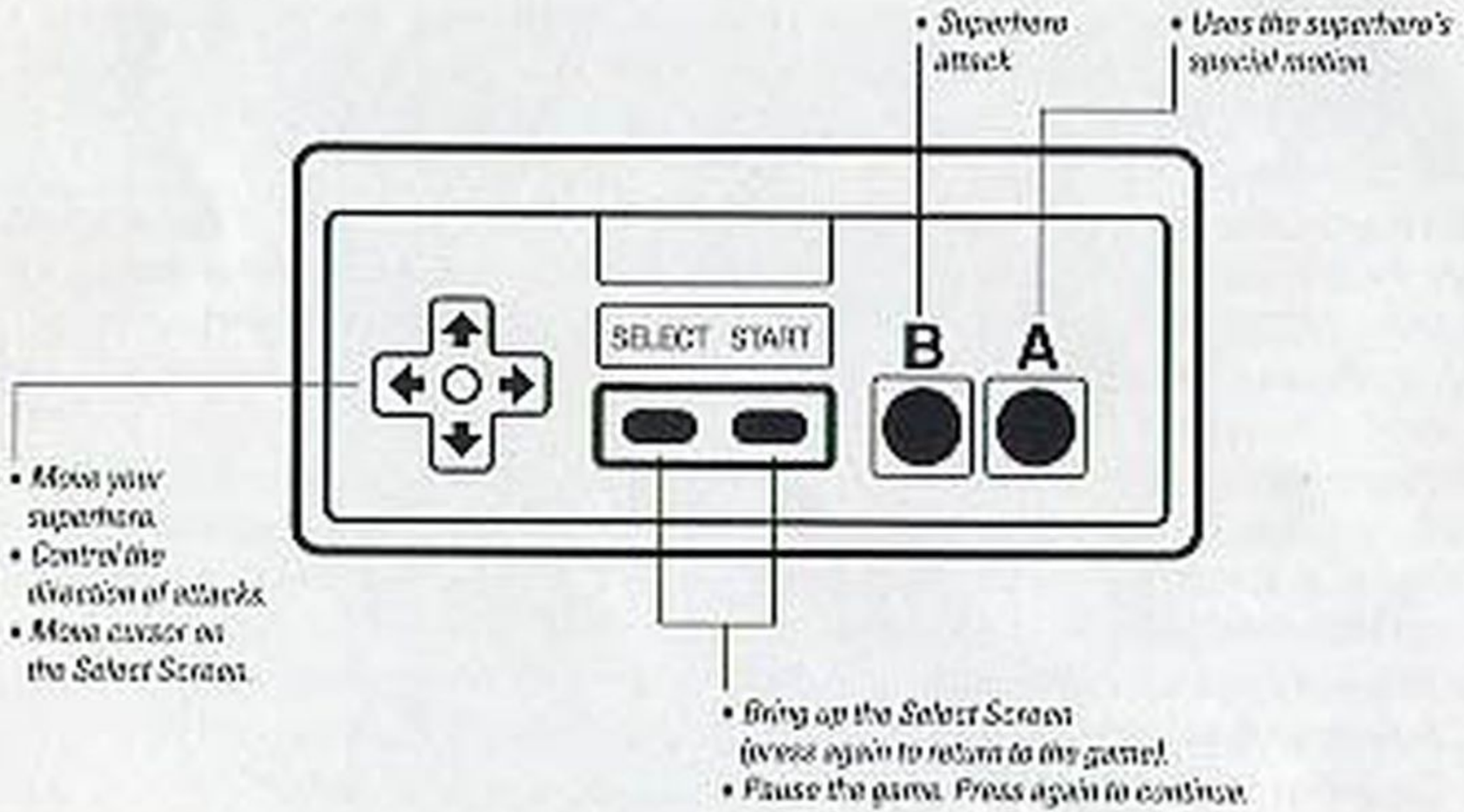
❽ **Compass** Helps you find your way around Dynatron City by telling you which way is North.

Number of Players: DEFENDERS OF DYNATRON CITY is a one player game.

Game Over: If all four team members have been trapped, the game is over.

Controls

Please read about all of the player controls and character powers to understand how to direct your DEFENDERS OF DYNATRON CITY team on their mission to save the city from the evil Dr. Mayhem.


• Superhero attack
• Uses the superhero's special motion
SELECT START
B
A
• Move your superhero
• Control the direction of attacks
• Move cursor on the Select Screen
• Brings up the Select Screen (press again to return to the game).
• Pause the game. Press again to continue.

Select Screen

Press START or SELECT to call up the Select Screen, where you can switch to a different superhero, examine the Map, activate a Supercharger, or check your cash balance.

Use up and down on the control pad to choose superhero switching, Map, or Superchargers.

❶ *Use left and right on the control pad to choose an unmasked superhero. Then press the A button to change to that character.*

❷ *Press the A button to look at the map. Also, each time a street is cleared, the map will appear automatically. Press A to exit the map.*

❸ *Use the Superchargers during your final battle with Dr. Mayhem. Press A to use a Supercharger.*

❹ *Shows your available cash. In the Streets, the items you find are worth money; in Mega Mall, you'll have to use your cash to buy many of the items you find.*

Team Members and Their Powers

Before a team member can use a special ability (activated by the A button), she or he must pick up an appropriate power item.

Toolbox: B button activates Toolbox's hammerhead smash and the A button his spring jump.

Buzzsaw Girl: Press the B button to throw Buzzsaw Girl's blade. Pressing the A Button will cause her to do a somersault (a powerful attack).

Monkey Kid: The B button throws banana bombs. The A button makes Monkey Kid jump.

Jet Headstrong: The B button fires his head. Press and hold the A button and press up to make Jet fly. To pick up a car, fire Jet's head at it. As soon as the car is on its way back to Jet's body, release the B button. Jet will carry the car around until you throw it by pressing the B button again.

Ms. Megawatt: The B button throws lightning bolts. Hold down the A button for the super-fast run.

Radium Dog: The B button delivers his fearsome Atomic Bite; rapidly pressing the A button causes him to dog-paddle...through the air. Radium Dog can also pick up and throw cars; press the B button while standing near a car to pick it up...use the control pad to choose a direction and press the B button again to make him toss it.

Useful Items

In the Streets of Dynatron City (Chapter One), every item you pick up except cars is worth cash. Your balance will be automatically increased. In Mega Mall (Chapter Two), though, your cash balance will be automatically ***decreased*** *each time you pick up an item, so keep an eye on your budget!*

All items have special properties:

Food Items: *Found in the buildings on the Streets, food items will partially restore your hero's health. In Mega Mall, they will* ***completely*** *restore it.*

Power Items: *When the game begins, each superhero will have to find and pick up an appropriate power item before she or he can use a special ability. Later if you're in a hurry, you can quickly recharge your hero's power level by finding and picking up power items like sneakers, scissors, cape cleaner, et cetera. Each power item is effective for only certain members of the team; for example, only Toolbox or Buzzsaw Girl need lubrication, so they are the only ones who can pick up and use the oil can.*

Dynatron Dollars: *While each item in Chapter One will give you at least a small amount of cash, Dynatron Dollars are worth even more money. You can use your cash to buy items in Mega Mall. Your balance will be automatically updated.*

Info Items: *Info items give you clues; they may tell you where to find the traps in the sewer or how to battle a certain enemy. Also, they'll give you a bonus: more time, cash, health or power.*

Map: *The Map shows which streets have not yet been cleared and will help your team*

navigate around Dynatron City and the Sewers.

Superchargers: You collect Superchargers at the end of each Chapter. When used, they can greatly increase the power of your hero's attacks. Each time a superhero uses a Supercharger, however, she or he acquires more resistance to it so, as you battle Dr. Mayhem in the final Chapter, switch to a new team member whenever one of the supercharges has been used up.

Comic Books: Dynatron City has commemorated the adventures of its Defenders in comic books which have **very** special properties...

Food and power items are effective only on the hero who actually picks them up; however, the whole team shares the cash balance, Map, and Superchargers.

Dr. Mayhem's Minions

As your team battles to save Dynatron City, Dr. Mayhem is busy churning out more and more synthetic creatures to keep you hopping.

Rocksaw Dog takes on Dr. Mayhem's Minions

The Streets of Dynatron City

Your first job is to clear each street of marauding robots. Once all the streets have been cleared, find Dr. Mayhem's blimp — it's bringing in more robot reinforcements. When it descends, disable it by knocking loose and collecting its blinking Supercharger.

Mega Mall

When the robot threat has been removed from the streets, Mega Mall will open and you'll be able to shop for more useful items. The place is full of Robosaurs, though, not to mention Atom Ed — and his Supercharger.

The Sewers

Any of your heroes who have been captured will be held in traps in the sewers; when you have cleared a sewer line containing a trapped team member, touch the door of the trap to free your hero. Destroy Dr. Mayhem's mutated monsters and make your way to their factory, where you'll find another Supercharger.

Proto-Cola Factory

This is Dr. Mayhem's inner sanctum. He's made robot duplicates of the Defenders; you'll have to destroy them while avoiding the Atomic Bubbles on your way to collecting the fourth and final Supercharger.

Dr. Mayhem

Here's where those Superchargers will come in handy: use them to increase the power of your attacks on Dr. Mayhem himself. Be warned: the second time a team member uses a Supercharger, its effectiveness drops, so you'd better switch to a new superhero each time you destroy one of Dr. Mayhem's super shields!

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna

Relocate the computer with respect to the receiver

Move the computer away from the receiver

Plug the computer into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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JVC Musical Industries, Inc. ("JVC") and Lucasfilm Games warrant to the original purchaser of the JVC and Lucasfilm Games software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This JVC and Lucasfilm Games software program is sold "as is," without express or implied warranty of any kind, and JVC and Lucasfilm Games are not liable for any losses or damages of any kind resulting from use of this program. JVC and Lucasfilm Games agree for a period of ninety (90) days to either repair or replace, at its option, free of charge, any JVC and Lucasfilm Games software product, postage paid, with proof of date of purchase, at its Consumer Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the JVC/Lucasfilm Games Consumer Service Department of the problem requiring warranty service by writing or calling:

   JVC Musical Industries, Inc.
   Nintendo Game Pak Customer Service Center/Lucasfilm Games
   3800 Barham Blvd., Suite 305
   Los Angeles, CA 90068
   Telephone: 213-878-0101

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Lucasfilm Games Director of Sales: Cynthia Wuthmann
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Special Thanks to George Lucas

Advisory

Read before using your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING:

Do Not Use with Front or Rear Projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither JVC/Lucasfilm Games nor Nintendo of America, Inc. will be liable for any damages. This situation is not caused by a defect in the NES or this game; other fixes or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

For on-line tips to DEFENDERS OF DYNATRON CITY, call

1-900-740-JEDI

(1-900-740-5334) in the United States only. Each call costs 75 cents per minute. If you are under the age of eighteen, make sure you get your parents' permission before you call.

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